S1

WIDTH

total enemies killed → 0

HEIGHT

MTS

dx(1) ← → dx(-1)

x = (width/ 2)

S2

new enemies based on INVADE-RATE, random x, (y=0), random dx

x=10,y=0   45 deg   x=20 y=0   45 deg

33

L-WALL-OFFSET

R-WALL-OFFSET

dx=1

dx=-1

YOU LOSE

game-end

tank movement stop - fully visible

S3

clean - overflow projectils

49

enemy distruction
clean @ next tick

Missle just fired

MISSILE-ORIGIN (top of TANK IMG)

S4

100

user-score = enemies killed
100 enemis @ WIN

last enemie destroyed

YOU WIN

Constant:

WIDTH
HEIGTH
MTS
ENEMY-IMG
TANK-IMG
TANK-Y-POS
TANK-SPEED
ENEMY-SPEED
ENEMY-TOTAL
MISSELE-IMG
MISSELE-SPEED

L-WALL-OFFSET
R-WALL-OFFSET
MISSILE-ORIGIN
INVADER-WIDTH/2
INVADE-RATE
INVADER-X-SPEED
INVADER-Y-SPEED
HIT-RANGE

Tank:
x-pos
dx

Changing:

Enemy
x-pos
y-pos
dx

Projectil
x-pos
y-pos

GST
- msg
- score

Big-Bang

on-tick
on-draw
on-key

NOTE:
- Remove all killed enemies from list
- Remove all projectile from list after MISSILE-y-pos > HEIGHT